

Fig. 8 is an astigmatism diagram for -2.0 D;

Fig. 9 is an astigmatism diagram for -4.0 D;

Fig. 10 is an astigmatism diagram of a new prescription lens (aspherical design -4.0 D) obtained by redesign;

Fig. 11 is a diagram illustrating the principle of a ray tracing method;

Fig. 12 is a design table (lens data table) for a lens of -2.0 D spherical design;

Fig. 13 is a design table (lens data table) for a lens of -4.0 D spherical design;

Fig. 14 is an astigmatism diagram for -2.0 D;

Fig. 15 is an astigmatism diagram for -4.0 D;

Fig. 16 is a table of the radius of curvature, etc., of a new prescription lens (aspherical design -4.0 D) obtained by redesign;

Fig. 17 is an astigmatism diagram for a lens produced from the design table in Fig. 16;

Fig. 18 is a design table for a lens with a spherical design;

Fig. 19 is a table of the radius of curvature, etc., of a lens obtained by redesign (-1.0 D);

Fig. 20 is an astigmatism diagram for a lens produced from the design values (-1.0 D) in the table in Fig. 18;

Fig. 21 is an astigmatism diagram for a lens produced from the design values (-3.0 D) in the table in Fig. 18;

Fig. 22 is an astigmatism diagram for a lens produced from the design values (-1.0 D) in the table in Fig. 19;

Fig. 23 is an example of a lens design table for a positive lens spherical design (+1.00 D, +3.00 D);

Fig. 24 consists of astigmatism diagrams for lenses produced by spherical design, with (a) illustrating the case for the left eye and (b) for the right eye;

Fig. 25 is a table of the radius of curvature, etc., of a lens after redesign;